



Atari Computer Enthusiasts

San Leandro Computer Club

# Journal

July, 1984

The Newsletter of the San Leandro Computer Club for Atari® Microcomputers

## President's Report

TREY PITRUZZELLO

MY GOODNESS! The things some people will do to get a column on the front page!! (Ha! Just kidding, Folks!)

I'd just like to take a moment first off to thank all the members who supported me in last month's election. I'm touched by your trust and confidence. I will do everything in my power to maintain the high standards of excellence that the San Leandro Computer Club has enjoyed under the fine leadership of my good friend Bob Barton.

As to campaign promises, you may have noticed that there weren't any. I'm a firm believer that a man is judged by his deeds, not his words, so just stay tuned and please don't hesitate to communicate your club ideas and desires to me.

Many of you have asked what my first accomplishment will be as your new President. I'm terribly excited to be able to inform you that a long-time dream is only days from becoming a reality. For many months now I have lobbied in the Executive Committee to establish an Electronic Bulletin Board System under the name of the San Leandro Computer Club. I have not been alone in this, as every Club Officer has supported the idea, however the motion has always been tabled, due to the fact that establishing a BBS is an expensive venture.

Now, thanks to your overwhelming support of the Disk-of-the-Month, the club will be able to afford the expense of establishing and maintaining the dedicated phone line necessary to run the BBS. The BBS location and System Operator have already been chosen, and only await the final confirmation from your new Administration. The name "San Leandro Computer Club" will soon enter the far-reaching telecommunicating network and be known by hundreds of Atari Users all over the world!

In closing, I'd just like to state that ancient slogan.....

**WATCH US GROW!!!!**

## From The Editor's Desk

RON SEYMOUR

Bob Dylan once sang, "The times they are a changing..." With this in mind a change has come to the S.L.C.C., as you know if you attended the last general meeting. With the results of the election known, the future looks as bright as it has in the past.

I would like to extend a warm thank you to Nai-Hsien Mao, for his excellent work in keeping track of all the new members and the hard task of making sure the books are up-to-date with the activities of the club.

When it comes to the Secretary we have had two for the price of one. The first secretary was Phil Mitchell, but when duty called George Herres was more than happy to take over the duties. I would like to thank them and to wish George the best in the future.

When trying to list all of the accomplishments our past Vice President and founder, they are too numerous to name. He has been instrumental in making the club so successful. The real man behind the S.L.C.C. is Bill George. A well deserved thank you is really not enough for what he has actually done for the club.

The office of President has been one of a leader and an organizer. We had just that type of a president in Bob Barton, a man providing the spark that is needed to ignite the flame of desire to succeed. Bob stood in the background, and watched over with a undying interest. I am sure that Bob will continue to contribute greatly in the time to come.

Now to profile our new officers.

Our new Treasurer is Jim Hood, who has contributed his time and artistic talent in the past. Now he will have the added burden of a very important position to the S.L.C.C.

Paul Gifford has been an unseen contributor to the club by being Trey's willing assistant in the difficult task of producing the Disk of the Month. He will now hold the office of Secretary.

We all know this next individual from the past. His first office was that of Secretary. He is the one and only Phil Mitchell, a man that with his wit will help to make this a very interesting year.

Our President elect, Trey Pitruzzello, is a person to



whom words come easily and quite simply. If good ideas come as easily, this could be the most exciting thing to happen to the club. So get ready, I think we are in for exciting times for you the membership.

This month and in the months to come we will be running the software reviews of Don Safer. I hope this will entice the rest of you to try your hand at contributing to the newsletter.

Another thing that could turn out to be rather interesting is we will be attempting to produce a club magazine that will come out either yearly or twice a year. It will be a compendium of S.L.C.C. newsletters along with many brand new items. If you have been hesitant to contribute a review, programming tip or program listing, now is the time to give it a try. It could be something that may be valuable to others as well.

Well, with that I think my time is up for this month. So until next month at this time, let's have a great month and a safe Fourth of July.

## ATR 8000 SIG

BILL GEORGE

The ATR 8000 Special Interest Group should get rolling this month. There has been a lot of interest expressed in it.

The ATR 8000 saga continues. First let me clarify the printer buffer situation. While using the Atari with a printer you automatically get to use the memory in the ATR 8000 as a printer buffer. The least expensive ATR comes with 16K of memory and this allows a 4K printer buffer. If you upgrade to 64K you wind up with a 48K buffer. When you upgrade to a 16K model to 64K be very sure you buy at least 200 nano-second memory. Apparently the ATR is fussy about this. Don't ask me how I know!

Using "big" disk drives on the ATR 8000 is fantastic. On the average I can cram 10 single sided single density Atari diskettes on one 80 track, double sided, double density disk drive. The Atari diskettes hold about 92K and the 80 trackers 737K. You have to use MYDOS (\$30 from SWP) or DSS's Dos as an operating system to utilize double sided and/or double density disk drives. I have observed that about 1/5 of the games I've tried will not run under MYDOS. That just means you keep them on Atari or LJS Dos. The ATR 8000 seems to like any diskettes that you throw at it. Protected software seems to have no trouble booting up on the generic drives.

At our ATR meeting in June we demonstrated dBase II on the ATR 8000. This is a very popular CP/M program that sells a lot of computers by itself. My wife demonstrated the ease with which a database can be created and used. If you have any interest in the ATR 8000 or CP/M on the ATR 8000 don't miss the combined Software and ATR 8000 SIG meeting!

San Leandro Computer Club

## Journal

The San Leandro Computer Club for Atari Microcomputers is an independent, non-profit organization and users' group with no connection to Atari Corporation, a Warner Communications Company. Membership fees are currently \$20 per year, or \$12 for six months. Membership includes access to the computer library, subscription to the Journal, and classes when held. Permission to reprint articles in any non-commercial publication is permitted without written authorization, provided proper credit is given to the San Leandro Computer Club and the author. Opinions expressed are those of the author and do not necessarily represent the views of the S.L.C.C.

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17642 Via Rincon  
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### JOURNAL ADVERTISING RATES

|               |         |
|---------------|---------|
| FULL PAGE:    | \$40.00 |
| HALF PAGE:    | \$20.00 |
| QUARTER PAGE: | \$10.00 |
| BUSINESS CARD | \$ 5.00 |

### JOURNAL SUBMISSIONS

The SLCC Journal will accept any articles written by members on any topic found pertinent to the club. We will accept articles in any form, although we would prefer articles be submitted on Atariwriter files. The following Atariwriter parameters are used:

B12 D1 G2 I5 J1 L10 R44 S2 T2 Y132

Newsletter printed courtesy John Manning,  
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# MidiSoft '84

PHIL MITCHELL

MIDISOFT '84, The first annual event sponsored by IMA (the International MIDI Association) held at the Mark Hopkins Hotel in San Francisco, May 24 & 25 turned out to be an interesting, educational and rewarding glimpse at how today's music industry uses computers in the generation and recording of its business. Although the exhibits area was small, the star of the show was an Atari 800 XL computer being shown by a personable young man named Bob Moore, a musician/programmer from Los Angeles, Ca. Representing a company named Hybrid Arts, Mr. Moore was demonstrating "MIDIMATE" a 16 track MIDI Sequencer that plugs directly into the daisy chain of an Atari 800 or 800 XL computer and controls up to 16 different musical instruments such as synthesizers, electronic keyboards, sequencers and electronic drums. In a room filled with IBM's and (mostly) Apples, it was obvious that the center of attraction was Bob Moore and his Atari.

## What's a MIDI ?

MIDI or the MUSICAL INSTRUMENT DIGITAL INTERFACE is both a hardware and software system specification. The software protocol is similar to a low level assembly language containing its own instruction set. However, in order to transmit or receive these instructions, MIDI also defines the hardware specifications and communications protocol. The heart of the MIDI system is a UART (Universal Asynchronous Receiver Transmitter) which, in this application is used to "sync" the independent clocks of several computer controlled synthesizers so they can be used together to create music. Several years ago some Japanese manufacturers began designing their instruments to this standard and MIDI has enjoyed an increasing popularity and acceptance in the music industry ever since. But like CP/M, many different versions of the standard has created some confusion and incompatibilities, this is what the IMA hopes to resolve in order to promote the growth and development of the MIDI standard.

## MORE ON THE ATARI

The MIDIMATE, at a cost of \$495.00, was a bit higher than interfaces for the Apple or IBM but the ease of connection to Atari equipment made it an attractive product. Mr. Moore was hard to talk with due to the constant crowd around the booth but was very informative when we could exchange words. He mentioned the fact that he developed this system for the Atari first and had not a friend showed him what an Atari could do, he would have bought an Apple. Two different software programs were shown, one containing a graphics representation of a control panel (which future revisions will use with a light pen for control) and one which used a re-written version of FORTH as the control language. He then typed a few keys on the Atari

800 XL and 4 YAMAHA DX-7 synthesizers sprang to life with a light jazz progression that left me totally impressed.

I believe that the MIDIMATE by Hybrid Arts has the potential to generate some real interest in the Atari users community and shows the flexibility of the Atari computer in general. I hope to receive one of these units for testing. My musician/Atari-owner friends are ecstatic with anticipation. I feel that MIDIMATE can both increase Atari sales and make current Atari owners proud of the power of their computer. I plan to recommend this unit to any user-group members who inquire about interfacing musical instruments to the Atari. For more information call or write Bob Moore at Hybrid Arts, PO Box 480845, Los Angeles, Ca. 90048. (818) 508-7443

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## SPOIL YOUR DAY DEPT.

Here is an official list of products cancelled by Atari Inc. since July of 83. If you were waiting for one of these, I'm sorry 'bout that.

cx2600 Voice Rec. Mod.  
cx60 HCD Joystick  
cx54 Kids Controller  
ERIC II  
cx5200 POP Blackbox  
cx2600 Phase III  
1600 XL CPU  
1400 XL CPU  
1060 CP/M  
cx2600 AR  
cx46 IR R/C Joystick

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## UN-AUTHORIZED GOSSIP

THE 1450 XLD IS ALIVE AND WELL EVEN THOUGH IT WILL NOT BE OFFICIALLY SHOWN AT CES. IT WILL BE THERE IN CERTAIN "BACK ROOMS" AVAILABLE TO THE PUBLIC AROUND OCTOBER. IT HAS BEEN COMPLETELY REDESIGNED AND FROM WHAT I CAN UNDERSTAND SHOULD BE "A REAL SWEET MACHINE".

ALTHOUGH LIFE FOR THE PLANNED EXPANSION BOX IS NOT GOING AS WELL AS FOR THE 1450, IT WILL BE IN THE SAME "BACK ROOMS" WITH THE SAME PLANNED SHIPPING DATE.

## \*\*\* NOTICE \*\*\*

Atari 600 & 800 XL owners still within warranty may obtain a FREE Basic Rev. C cartridge by sending a copy of their purchase receipt and requesting it. All other Atari owners can purchase one for \$15.00 on a first come, first serve basis.

send to: Atari Customer Service, 1312 Crossman Ave. Sunnyvale Ca. 94088.



# Our Next Meeting

TOM BENNETT

Erric Solomon, from LCSi, the creators of Atari and Apple Logo, will be our guest speaker for July 3. Mr. Solomon will discuss and demonstrate the capabilities of the award winning Atari Logo.

Our future lineup of guest speakers include:

August: Mr. James Morgan, CEO of Atari, in a special combined Atari Computer Enthusiasts of Northern California meeting.

September: Shari Harowitz, product manager on the Atari Light Pen, Mindlink, and 600-800XL computers.

October: Martin Hummel, Director of Advertising at Atari.

We will again try a software swap this meeting. The trading begins at 7:30 pm and ends at 8:00 pm sharp. There was some confusion at the last swap, with many programs but not much trading. If you want to sell the programs, have a price marked on the package. If you want to trade a program, make your own swap. All software must be purchased programs and should include the instruction manual and original packaging. There is a lot of demand for business and utility programs.

ET CETERA: News from the CES. The 1450XLD is still alive, although it will probably be called something else. According to an Atari press release, they have "begun developing ties with independent firms to create software for a new high-end computer for introduction in the second half of 1984". The new machine will include "a built-in, double-sided, dual-density disk drive that stores 352 kilobytes of RAM....(that) operates five times faster than a disk drive previously planned in a computer announced a year ago (the old 1400 series)". It will include what appears to be a built-in telecommunications database called Atari Grapevine to support the built-in auto answer and dial 300 baud (boco) modem. It will include an enhanced speech synthesis chip built-in. It will be shipped with 64K of RAM, and is compatible with all Atari peripherals and current software.

The expansion box is rumored to have an additional 64K built in, with four expansion ports. It is said to have available an 80 column card, RS232 serial card, and supposedly operating system cards for CP/M, Apple, and IBM limited compatibility. Again, these are the rumored features.

An unfortunate related development: Thea Cain, the product manager on the 1450XLD, recently left Atari. Hopefully this will not cause other delays on the products introduction.

The 800 number for Atari customer service was shut down as of June 21. The phone number has been changed to (408) 745-4851. If you are put on hold for the length of time that the 800 number did, this could be an expensive call!

It is also reported that there are limited "rev. C" basic cartridges and chips for upgrade. If you are interested, send your requests for the \$15.00 cartridge now.

# Library/Floppy Update

TREY PITRUZZELLO

Well I'd really done it this time, and I was feeling pretty smug and proud of myself. The Disk-of-the-Month was finished, and I still had two weeks before the deadline date! My desk looked strangely unfamiliar to me, as the usual disk/paper/label clutter was no longer there. Just a single disk lay on the desk, with it's bright red "MASTER DISK" label shining so comfortably at me. I couldn't resist not to boot it just one more time, and set aside my modesty for just a moment to pat myself on the back.

The disk jumped from it's sleeve and slid into the drive like a happy puppy anxious to please it's Master. The screen came to life with the familiar blue color and little words that say, "Atari Computer - Memo Pad". "WHAT'S THIS!!", I screamed as I nearly toppled back over my chair. Something was wrong! No familiar disk whirl. No kindly beep-beep of data transfer. No flashy "Hood 'n Son" title screen! Just the dumb Memo Pad I remember being so tickled pink over on the first day I purchased my beloved Atari.

I felt just like a Jet Pilot in a damaged aircraft as my mind raced through the mantra of my troubleshooting check-list and my fingers dashed from switch to switch. My fears faded as my hand fell upon the I/O cable hanging limply beside the console, and I wondered for a moment how the computer could possibly become disconnected from it's disk drives.

With a sure thrust I reconnected the black umbilicus and smiled as I heard the reassuring click of the plug finding it's seat. At that very moment I heard a loud ZAPPPP and once again I was enveloped with fear as I felt a strong surge of electricity enter my body! The air around me smelled of ozone and the hair stood up on my arms with static electricity. A quick glance down revealed bright blue arcs of electrical lightning jumping from the peripheral port to my hand. The muscles of my hand and arm cramped down in uncontrollable spasm and I found it impossible to release my grasp on the I/O cable! The blue lightning had now engulfed my hand, arm, and shoulder, and within seconds my whole body was a-glow with blue sparks!! I felt helpless as I watched my physical being melt away into a fog of plasma-like substance that reminded me of the Transporter Room on the U.S.S. Enterprise. The top hatch on my 800 suddenly swung open and I felt myself falling, in the fashion of Lewis Carroll, down and through the right cartridge slot! As I fell, I distinctly heard that familiar yet horrible laugh of my Nemesis, that Arch Fiend and Leader of the unearthly gang of computer-crusties know as the SLCC Software Committee!! Yes, it was Otto Run, that obese pimple of a man that was laughing at me, and I knew, once again, that he was up to no good!

\*\*\*...TO BE CONTINUED...\*\*\*

We have got a FANTASTIC Disk-of-the-Month for July!! Special thanks for software locating 'n donating this month goes to Paul Lew, Tom Tisby, Aware Wolf, Dan Chun, and Larry Oliver of Waterloo, Iowa!! Thanks Gentlemen!! Here's what you have to look forward to on the July issue of the SLCC



Disk-of-the-Month!!!!

### ASSEMBLER/EDITOR!

Back in February I gave you an assembler/editor, and woe-is-me it was BUGGY! Cliff Engle was kind enough to fix the bugs in it for us, BUT in the meantime I found this brand-new, easy-to-use, menu-driven, assembler/editor!!! I think you'll like this one much better. AND, it disassembles too!!!

### CONVERT!

Here's a zippy little program with a splashy title screen. It will convert hex to decimal, or oct to hex, or vice-versa, etc. etc.!!

### ESCAPE FROM EPSILON!

You are trapped in an underground cavern, and the only way out is to find the "key" and put it in the "lock". Ah-Ha! There's the key way over there!!! Are you brave enough to endanger your life crossing all the obstacles to get to the key? We shall see....

### GRAPHICS 10/7!

Here's a quick little demo to show you just what Graphics Mode 10/7 can do!

### HAPPYMENU!

Wow! This is a great program! It creates a very impressive Menu for your Binary Load programs....BUT...here's what makes it so neat...It's compatible with the "810 Happy Enhancement" and makes your disk load at Warp Speed!! It works just fine with standard drives as well!! A word of warning however: this program will FORMAT whichever disk is in the drive with a single push of the start key. It will not ask you "are you sure? y/n!!" So be careful!!!! For this reason, you will notice that your Floppy-of-the-Month has a write-protect tab on it this month!

### LAUREL!

Here's a very well done portrait of the beloved comedian Stan Laurel. You can dump it to your screen or your printer!

### SOUND!

You've just finished "The Great American Program" (not to be confused with "The Great American Novel!") but your program still needs a little pizzazz. How about a nifty little sound effect?! Well Sound.Bas is just what you need! Over a dozen quickie little subroutines to give you just the right effect!

### SUPER-SINE!

Learn a little about Sine Wave plotting with this little program. Nifty screen graphics even if you're not the least bit interested in Sine Theory!

### TOPOGRAPHY!

This demo program will plot a three dimensional image of mountains, plains, and valleys on your screen! Let it run and it will continue to plot random terrains!

### TYPE-ATTACK!

Here's a program that helps you hone your typing skills to a sharp edge! If you are new to computing, you'll quickly learn that the faster you type the more fun you'll have! And if you are going to get a modem and enter the land of telecommunicating, competent typing is a must! (It's considered extremely uncouth to "chat" with a Sysop if you can't type as fast as you can read!) So, boot up Type-attack and get speedy!!

### CALENDER!

Wow! This one will plot a calender to your screen of any month you want....any year! "Let's see, what day will your birthday be on in the year 2000?!!" It will even remind you of important holidays!

### SETCOLOR. TUTORIAL!

This program, in conjunction with Pokecolor.tut, Pokegr2.tut, Colorsearch.tut, Setcolorgr2.tut, and Soundsearch.tut all go along with the "Trey's Tutorial" column in this newsletter. Read the column, run the programs and learn how to pick-and-choose your own colors and sounds for your programs!

### DATABASE!

Another GREAT database generator for your library!! Menu driven and simple to use!

### INVISI-BALL!

Another wonderful public domain pinball game! This one's like playing pinball in mid-air!! This is a binary file, so remove the basic cartridge, load DOS and load the game with the "L Option" binary load.

### KOALA-PICTURES!

The program that Koala Pad (Tm) users have been waiting for!! It takes your Koala Masterpieces, rewrites and compresses them, and makes them available for use within your Basic programs!!! Have fun!!

### PROGRAM LIBRARY!

It's back!! Proglib, by Ron & Lynn Marcuse (1981) is back, but now it's BETTER!! This program librarian has been around for a long time. It works very well, in fact the SLCC library uses this program to write the "red books"! And now our dear friend Larry Oliver of the Blackhawk Atari A.C.E. in Waterloo Iowa has enhanced it by making it print 136 compressed columns across instead of the standard 80 columns!! This means that you'll have lots more room for your program descriptions! Larry has added other enhancements as well! Please note that it is imperative that you read the documentation file 'PGMLIB.DOC' before you try to use this program. The program won't work unless you set it up correctly. Thanks a million for the upgrade Larry!!

### SABOTAGE!

"Lord Kruge, the tricorder indicates a life form within our sector"! "Lock in on the signal and set the weapon to kill!" The only escape is to keep moving, but the Klingon weapon seems to get better and better at depicting your position! Annihilate as many of the evil enemy as you can before they get you!

### SNAKE! AKA CATCH-THE-BOXES!

The object here is to use a joystick in port one and move your "snake" to catch as many boxes as you can. Every time you grab a box, 1 to 3 more appear in random locations! You'll never catch all the boxes (very frustrating) but you can at least shoot for "High-Score"! At the very least, this game will cure you of "joystick fever" for a long time to come!!

### YAHTZEE!

Last but not least, the July Floppy brings you the classic game of Yahtzee!! One to three people can play, and you'll find this well-written Basic program to be lots of fun!!

See you at the meeting!!!!



# SALE

# 3E SOFTWARE & SYSTEMS

# SALE



3E SOFTWARE & SYSTEMS WILL SOON BE MOVING TO A NEW AND LARGER LOCATION, BUT BEFORE WE GO WE'RE HAVING A CLOSE-OUT SALE TO CLEAN UP OUR INVENTORY AND GET SOME CASH TO GET SOME NEW STUFF. WE ARE NOT GETTING OUT OF ATARI. WE LOVE THE ATARI COMPUTERS AND THE NEW LOCATION WILL BE TOTALLY ATARI-ORIENTED. COME ON DOWN AND TAKE ADVANTAGE OF THIS CLOSE-OUT SALE!



| DESCRIPTION                   | CLOSE-OUT PRICE |
|-------------------------------|-----------------|
| THRESHOLD(D).....             | 10.00           |
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| FROGGER(T).....               | 10.00           |
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| NIGHTRAIDERS(D).....          | 15.00           |
| DRELS(D).....                 | 24.00           |
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| RIVER RESCUE(R).....          | 5.00            |
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| VISCALC(D).....               | 130.00          |

| DESCRIPTION                | CLOSE-OUT PRICE |
|----------------------------|-----------------|
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| POOYAN(T/D).....           | 10.00           |
| PROTECTOR II(R).....       | 19.95           |
| SUBMARINE COMMANDER(R).... | 15.00           |
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| DEMON ATTACK(R).....       | 7.00            |
| DEFENDER(R).....           | 25.00           |
| K-STAR PATROL(R).....      | 5.00            |
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| BATTLE OF SHILOH(D).....   | 25.00           |
| HOME-CALC(D).....          | 24.95           |
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| SPIDER EATER(D).....       | 15.00           |
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THIS CLOSE-OUT SALE ENDS JULY 14, 1984. SALE ITEMS ARE LIMITED TO STOCK ON HAND. ALL SALES ARE FINAL. ITEMS LISTED WERE IN STOCK JUNE 21, 1984. QUANTITIES ARE LIMITED.



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# Trey's Tutorial

## TREY PITRUZZELLO

Welcome to "Trey's Tutorial"! This month we are going to talk about... UMPHG!!! WHAT'S GOING ON HERE!!!!? Some FEMALE has just rushed into my study and plopped herself down on my lap!! I'm finding it very difficult to reach the keyboard!! I glance up and see a set of gorgeous green eyes looking deeply into my own. My typing begins to slow to a stop as I find myself mesmerized by those sensuous eyes, not to mention paralyzed by Jodi's euphoric perfume! Soft red lips begin to speak...."Trey My Love, it's your vacation time and we are supposed to be at the beach. What are you doing now???" I stumble with some lame explanation about newsletter columns and deadlines and such...but it's no use. I'm done-for. She's got me under her spell. The disk drives stop. The monitor goes blank. Beach towel in hand. We fade into the sunset.

Many thanks go to Bill Carris this month for allowing me to steal his ideas for the rest of this column.

### COLOR AND THE ATARI!

As you know, Atari computers have 128 colors and they also have 16 colors. Both statements are right, in a way. You do have 128 color variations to choose from. There are 16 basic colors available and each can be used in 8 levels of brightness or luminance. That makes 128 colors in all! To see all 128 colors, use this familiar program:

```
10 PRINT CHR$(125):POKE 752,1
20 FOR Z=0 TO 254 STEP 2
30 POSITION 19,12:PRINT Z
40 POKE 710,Z
50 FOR DELAY=1 TO 25:NEXT DELAY
60 NEXT Z
```

The SETCOLOR \_,\_,\_ format was designed to help you understand and use color/luminance relationships better. Sometimes SETCOLOR is easy, but sometimes using POKES seems more convenient. Understanding the relationship between both will make your life much simpler. When you use SETCOLOR, the first number is used for the color register and the second number is the color number. The third number is the luminance indicator, with 0 being dark and 14 being ultra-bright. POKEing colors simply inserts equivalent color values from 0 to 254 into the equivalent color registers. SETCOLOR 2,3,6 will produce the same color as POKE 710,54. So you see, whether you POKE or SETCOLOR is completely up to you! You can set the background colors, the border colors, even the text colors to suit your own liking just with a simple poke or setcolor!! Now I hear you saying, "But Trey....which colors to use??!! The combinations are nearly limitless!! How do I decide??!!" Ah-ha!! Never fear! Now is when you whip out your brand new July Issue of the Famous SLCC Floppy-of-the-Month and run the "Color Tutorial Programs"! There are five of them in all and a "Sound tutorial" thrown in just for fun! These programs will help you choose just the right color combinations!! Have fun... and see you at the beach...I mean, see you at the meeting!!

# Secretary's Report

GEORGE HERRES

MINUTES OF GENERAL MEETING  
SAN LEANDRO COMMUNITY LIBRARY  
JUNE 5, 1984

8:05 Vice-President Bill George calls the meeting to order, introduces the Club Officers and announces that the elections are beginning. While the ballots were being passed out, awards were being given to numerous club members for their time and devotion to the expansion of the club.

8:25 Software Chairman, Trey Pitruzzello, shows off this month's issue of the Disk of the Month (DOM) which has a terrific opening program, not to mention the great programs that the disk contained on both sides. Plus, he debuts April and May's magazine disks. Trey then gives an excellent demonstration of B/Graph, showing different types of applications that can be used with this program.

8:42 Cassette Librarian, Dan Chun, explains the club's tape rental policy for the benefit of the new members. Since Dan bought his modem, the library has been growing steadily with new programs for you cassette buffs. You can check them out at the next meeting.

8:50 Bill George takes the floor again and announces that since he is not running for office this term, he decided to start a new SIG for those of you that are interested in the ATR 8000. The date for this meeting has not been set, but probably will be by the July general meeting. The judges bring the tallied votes to Bill George. He announces the new Officers of the SLCC: Paul Gifford for Secretary, Jim Hood for Treasurer, Phil Mitchell for Vice-President, and Trey Pitruzzello for President.

9:00 Break.....The usual confusion and chaos as DOM's are sold and cassettes rented, while some group to shoot computer jargon and others are busy congratulating the new Officers.

9:30 Seven Cities of Gold, Sub-Commander, and the Music Construction Set were demoed. A question and answer period followed.

I would like to take this time to thank all the members for their support and their faith in me during my stay in Office as Secretary. Without you, the Club could not exist. Without your yearn for knowledge, the Club would not have expanded as it has, and still is. I enjoyed working with my fellow Officers, and the members, too, whenever I could. I intend to remain an active part of the Club Newsletter, and now that I have more time, participate in more Club activities. Who can say where the road leads from here??

Knowledge is the fruit that sustains the brain, and I will continue to obtain this from my Atari 800, and the San Leandro Computer Club. Congratulations are in order for Paul Gifford, our new Secretary. I know Paul will do his part in keeping the SLCC a cut above the other clubs, as we've always achieved in the past. Good luck, Paul. Once again, I'd like to thank all of you for being who you are....members of the best club around.



# Sysop-ing For Fun

AWARE WOLF

Running a bulletin board, I get asked quite a few questions about the various aspects of being a sysop (SYSTEM OPERator). Hopefully, this article will provide a 'real-world' view of running a BBS (Bulletin Board System) as opposed to the 'fantasy-land' situations seen in various computing magazines.

The question I am most asked is "Why?". That's a good question. I have to ask that myself at least ten times a week. The main reason I started The Wolves Den was money, or lack of. After receiving a \$149 phone bill (and I only had my modem for half of that month!) I decided (or rather my Mom did) that I should do something about that. I did. I moved out. That didn't help though, so I started thinking about setting up a BBS. Which leads into the next question....

"How did you set it up?". Fortunately, I had the necessary equipment to do it: a separate phone line for data and an auto-answer modem (most software is written for the Hayes Smartmodems). Of course, you need the software, Greg Roll at the Buffer-Zone was kind enough to give me all the software I needed. If you don't have an auto-answer modem, you will be condemned to live a life of running a board on the 'ring-back' system. That is, the caller calls the BBS phone number, lets it ring once, and hangs up. You then get up, and get ready to answer when he calls back. That can be a pain, especially if you plan on running a 24 hour board, unless you have well-trained children. BBS software will turn up after a few calls to your friendly neighborhood board. From there, it is a simple matter to set up the board.

Choosing the BBS software to use is a fairly easy decision. There are two BBS programs which are the most popular for Atari's, AMIS, and F.O.R.E.M. AMIS (Atari Message and Information Service) is the most widely used BBS program. Developed by the Michigan Atari Computer Enthusiasts, it is a public domain (free!) program. F.O.R.E.M. (Friends Of RickEY Moose) is a very powerful program written by Matt Singer and costs from \$80-\$100.

AMIS is popular because it's free and is easy to work with. If you decide to get a copy of AMIS you will need the main BBS program, the BBS initializer, and the message compactor. The initializer only needs to run once, and that sets up the CONFIG (configuration) file, and the number of sectors for the message base. The message compactor will 'kill' old messages, or revive deleted ones. You would use this when your message base gets almost full. The advantages of running AMIS are: free (always a big one with me), the program is easy to modify, easy to get, most callers are familiar with the commands, and doesn't require a printer (certain versions only!). The disadvantages are minor: when the message base crashes (gets destroyed), it is gone and you have to re-initialize, and the program is too slow to support 1200 baud (if you have a modem that will support 300/1200 operation).

F.O.R.E.M. is a non-public domain BBS program that is becoming very popular. Multiple message bases, automatic entry of passwords, variable time limit (not available on all versions of AMIS) and free (there's that magic word again!) software updates are some of the things that attract sysops to this program. However, at a cost of \$80+ dollars, it is not easily justified when you are trying to save money. Also, the free software updates are available only if you call the Rickey Moose board, in Berwyn, MD. More information on F.O.R.E.M. and ordering can be obtained by calling Matt's board at (301)474-7591.

Well, now that you've decided what software to use, what does it take to make a good sysop? Time is a major consideration. You can spend from 1 hour up to 154 hours a week working with the board. It all depends on what you want to put into it. Patience is something you must have. New users (and I mean new to using a modem) will try your patience to the limit!! It is good to keep a listed version of AMODEM handy, too, for the callers still using MINITERM or some other rinky-dink terminal program (Chameleon and 99% of the commercial terminal programs that don't support Xmodem protocol). Programming ability rates fairly high, in my opinion. There are sysops that run good boards and don't know a word of BASIC, but to handle those 'emergencies' and to customize your copy of the BBS program, knowing some BASIC is handy. Creativity is another potentially important quality, depending on how popular you want your board to be. 'Stock' BBSes are a dime a dozen, but to attract alot of repeat and quality callers, it takes something special to bring them in. A gimmick is helpful. My board was getting 100 callers a week, but when I started 'advertising' (on other BBSes) that I had adventure game help available, the next week I got 150 callers and now get 250-300 callers a week.

Now that you have almost decided to be a sysop, you want to know what problems you will face, right? Well, I used to run into problems with cranks (I call them something else, but I am sure it would not get by the editor). These are people that try to 'crash' the board or make it stop running, leave dirty messages on the message base or other wonderful things like that. A sense of humor and patience will deal with these sort of people. They are generally 12-13 years old (the crashers are older) and out looking for fun. Scaring them is the easiest way to deal with them (i.e. I know who you are, or something like 'O.k. operator, this is the call I want traced'.) Violence and swearing will sometimes work, but some of these kids like it when you get mad. Another thing you will have to deal with, 100% guaranteed, is pirating. Pirates abound and they love to check out new boards to see what the sysop is like and if there are any 'secret' levels of downloads. I first had to deal with this when I came home from work and found a copy of Kangaroo, adapted from the 5200, sitting on my disk. While I don't condone pirating, each individual will have to deal with it as he sees fit. However, a word of warning. Sysops do get busted for pirating. Some of you may have read about the Rat's Nest BBS getting caught by Atari with Atari pre-releases up for downloading. Not too good... Maintenance is another chore. Why chore? Because it takes 2+ hours per week to keep the board in good running



# Treasurer's Report

NIA-HSIEN MAO

I have been the Treasurer of SLCC since the club's beginning. During the past 16 months, the club has been grown at a tremendously fast rate. I still remember that we only setup two tables near the door for the first meeting. After a few months, we occupied the whole room. Finally, we had to get rid of the tables to make room for more chairs.

I enjoyed very much being a member as well as an officer of SLCC. I learned a lot from fellow ATARI enthusiasts and made many new friends. To me that is what a user's group should be.

I was planning to give you a final report on the club's financial condition. However, I could not meet the deadline for the newsletter. I'll try to have the report ready for the general meeting.

Nevertheless, even without getting all the figures together, I can tell you that the club is prosperous. The club owns one ATARI 800, one ATARI 810, one ATARI 850, one Rana 1000, one Ram disk, and two 19" color televisions. On top of that our checking account has a balance of \$1,800.

Trey Pitruzzello, our next President, was in charge of the disk library. Trey told me that he has \$520 cash, 400 disks with programs and 160 blank disks in his possession. The club is worth about \$4,800 now. That's not bad for a non-profit organization.

CONTRIBUTE YOUR TALENT TO  
THE SLCC JOURNAL  
CALL RON AT 537-3183

## Graphics Corner

Micropainter screen by Jim and Nate Hood.  
Screen dump using Printwiz.



## The San Leandro Computer Club for Atari Microcomputers

is Hosting a

### Combined ACE User Group Meeting

Featuring

## Mr. James Morgan

Chief Executive Officer, Atari Inc.

August 7, 1984 at 8 pm

San Leandro Community Library  
300 Estudillo, San Leandro, CA

For info call  
415-483-6098 or 415-276-4466



condition. This includes compacting the message base, putting up new downloads, adding/validating/updating passwords, if your BBS is so equipped and updating text files. Compacting is easy, with F.o.R.e.M. it is automatic. Changing the downloads can be a hassle, mainly because there are too few good new programs to put up (new to avoid redundancy). Password file maintenance is just time consuming. Updating text files can be fun (fun! Remember that?). Writing bulletins and other things are what this job entails, and, if you are creative, this can be a refreshing exercise in writing. I usually save it for last.

The overall tone of this article may sound discouraging to potential sysops. Don't let it be. Running a BBS is alot of fun and I wouldn't do it if I didn't enjoy it (after 6 months and 6000 callers? Time to see a shrink!). If you are interested in setting up a BBS, contact me through my board (895-5706) and I can give you more info if you want. And remember, vote Democrat...Vote Hart!

## Software Review

DON SAFER

If you have ever played board war games such as Tactics II or D-Day you may have found them interesting but to tedious and time consuming. If so you probably were happy to see computer war games such as Battle For Normandy or Tanktics become available and appreciated the advantages of having the computer roll the dice and look through the various tables as well as not having the need of finding some one as blood thirsty as you to play against. Still you may have thought, as I have that it is rather unrealistic for the two sides to take turns moving and attacking. If so you are certain to be impressed with Combat Leader from Strategic Simulations.

Combat Leader is a real time war game. While you are deciding what to do, the enemy is moving! You are controlling individual tanks, armored personnel carriers, and two man rifle, machine gun, mortar, and bazooka teams. The two man teams are represented by tiny dots while the tanks and the carriers are represented by top view silhouettes complete with gun barrels on the tanks.

The information on enemy forces is obtained from units of yours that actually see enemy units. An enemy unit will appear on the screen only if at least one of your units is looking at it at that time and no intervening obstacles such as hills or trees are in the way. Also your view has a range limit.

Your units will open fire on any enemy it may see if it is in range and you have given that unit permission to fire. Mortar fire can be directed by a forward unit.

The screen scrolls vertically for a total of three or four screens. Your units start near the bottom while the enemy starts near the top.

Combat leader requires 48K and one disk drive and sells for about \$40 at many fine stores including 3E systems in Hayward.

The quality of the graphics alone make this program worth while. It is my favorite and it may become yours also.

## Logo SIGnal

LOIS HANSEN

If you bought your Atari to play games, you'll have found that it can get expensive, especially lately, with all these half-price or better "sell out the Atari stuff" sales. But there is one cartridge you can buy, even at list price, that will really give you your money's worth. You will not get tired of it because the game is in your head, not in the chip.

I am talking about Atari Logo and the only thing you can compare it to is a set of wooden building blocks. If it has been a long time since you played with blocks, look at your children. Better yet, play blocks with your children. You will remember how engrossing this kind of constructive play can be.

If you have no children, there is a very new (and perhaps hard to find) book by Dr. David Thornburg that can help you learn how to create with Atari Logo. It is called Computer Art and Animation: A Users Guide to Atari Logo, published by Addison-Wesley at \$12.95. You may remember Dr. Thornburg's Picture This about Atari Pilot or the fact that he was heavily involved in the creation of the Koala Pad and associated software. He is also a Stanford math professor. This book is full of short procedures that you can enter and run, both to see how Logo works and to use as building blocks for your own ideas. I found the latter chapters about animation especially fun. If you had intended to master player-missile graphics in BASIC, but given up in despair, try Logo. You get four turtle-players that can have sixteen shapes that you design easily on a grid built into the program. The backgrounds can be drawn by the turtle. There is a free collision register built in that can detect 22 kinds of collisions and do something and return with no sub-routines!

I hope to see everyone interested in Logo at the next general meeting July 3rd because it is going to be a Logo special featuring Erric Solomon of LCSi, the creators of Atari and Apple Logo and one of the original child pupils of Seymour Papert in the development of Logo. And then our next Logo SIG will be at 7:00 pm on Wednesday, July 18. Call me at 482-2222 for driving instructions (I will pick up after the tape if I am there, otherwise leave a message).

## Now That It's Plugged In...

DENZIL TIPPS

No more schedule conflicts!

No more cancelled rooms!

No more excuses!

You will learn your DOS and like it!

"Now that it's plugged in" is going one-on-one. To better meet your needs we will set up a time, your Atari or mine, choose a subject, and see who teaches who (or is that whom?). Give me a call at 538-2227 and you just might be on your way to being a full-fledged hacker (not that I am, but...) or call me if you have cornered a subject and/or want to share it.



| SUN | MON | TUE  | WED  | THU                                      | FRI | SAT   |
|-----|-----|--|--|--|-----|---|
| 1   | 2   | 3 8 pm<br>MAIN MEETING<br>S.L. Library<br>300 Estudillo<br>"LCSI LOGO" | 4  | 5  | 6   | 7   |
| 8   | 9   | 10 8 pm<br>ASSEMBLY SIG<br>for info call<br>BOB 352-8118               | 11   | 12                                       | 13  | 14 7 pm<br>MSIG/GAMEROOM<br>for info call<br>Phil 351-2208            |
| 15  | 16  | 17 8 pm<br>BASIC PROG. SIG<br>for info call<br>Mike 482-5061           | 18 7 pm<br>LOGO SIG<br>for info call<br>Lois 482-2222              | 19 8 pm<br>EXEC. BOARD<br>closed meeting | 20  | 21  |
| 22  | 23  | 24   | 25 8 pm<br>Newsletter<br>Deadline<br>for info call<br>Ron 537-3183 | 26                                       | 27  | 28 8 pm<br>SOFTWARE/<br>ATR8000 SIG<br>for info call<br>Bill 538-2449 |
| 29  | 30  | 31   | <b>SAN LEANDRO<br/>COMPUTER CLUB</b><br><br><b>JULY 1984</b>       |  |     |   |

**\* CALLING ALL CALENDARS ! \***

**\*\*\* Calendar Contest \*\*\***

Announcing the San Leandro Journal's first "Calendar Contest". For the next two months (Aug. & Sept.) the Journal will be looking for a Hard-copy, monthly, calendar suitable to be published in the newsletter and help coordinate the many S.L.C.C. special interest group meetings thru the month.

Rules are easy, calendar size must fit an 8 1/2" X 11 sheet and be generated on an Atari computer (ATR 8000's using CP/M is O.K.). Room must be provided so we can later add activities and special events on their specific date. You can "Dress-up" your calendars by overlaying small screen dump graphics on any blank part of the calendar.

Prizes will be a box of blank disks (Dysan DS/DD of course), a free copy of the San Leandro Floppy of the month, for the winning month, and the fame that follows when we announce your name and how you generated the "Winning Calendar" in the newsletter. The winning calendar will be chosen by S.L.C.C. Vice-President Phil Mitchell one week before that month's newsletter deadline. Contact Phil at (415) 351-2208, or attend the MSIG meeting (2nd. Sat. each month) for more info. or mail entries to newsletter address C/O Phil.



# S.L.C.C. Interface

The SLCC Interface is our monthly 'input-output' column in which you may make a short comment on club related issues, or buy-sell an item. This is not available to commercial outlets.

Also you may ask those technical questions and get them answered. All technical questions may be addressed to Frank Daniel at 632-7181. Basic language questions can be addressed to Mike Sawley at 482-5061. All buy-sell items go to Ron Seymour at 537-3183.

## \*\*\*\*FOR SALE\*\*\*\*

32K Ram Card 35.00  
Graphics Printer w/Int. (Ape) 350.00  
Printer Cable 20.00  
Personal Finance Management 25.00  
Call Dan Chun 471-9286 aft 5:30

Prowriter Printer 8510A W/MPP Int. 425.00  
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Gary Russell 276-4173 aft. 5 pm

Atari 820 printer w/Dust cover 95.00, 410 Program Recorder 35.00 Val-Forth w/Doc. 95.00 Microsoft Basic II 45. Family Finance 20.00 Infocom Infidel, Deadline, Enchanter, Sorcerer 25.00 ea. Zork I II and III 20.00 ea. Blade of Blackpool 20.00 AT speller 20.00 Printer Driver 15.00 Arcade Machine 30.00 Cassette Canyon Climber 10.00 Ricochet 12.00 Pinball Const. 25.00 Cavern of Mars 15.00 Galazian 20.00 Centipede 20.00 Choplifter 15.00

Plus more software, also will help with most Infocom adventures.

David Schwartz 592-9801 aft. 5 pm.

## \*\*\*\*\* NEED HELP \*\*\*\*\*

If you need help with adventure games such as Infidel, Starcross, Witness, Zork I, Suspended, Planetfall, and Sorcerer call Corky at 537-8432. (Ed. note: This is the correct phone number.)

## \*\*\*\*\* NEW MEMBERS \*\*\*\*\*

The S.L.C.C. wishes to congratulate and extend a warm greeting to the following new members:

Paul Holloway James S. Rickel  
Phillip L. Doss Glenn Fowler  
Roy Miyasaki Johnny Lie

San Leandro Computer Club

# Journal

15370 Tropic Court #35  
San Leandro, CA 94579

## NEXT MEETING:

July 3 8:00 pm  
San Leandro Community Library

## SPEAKER:

Erric Solomom  
from LCSi

TO:

